



NEW! DELUXE
**SPACE
 INVADERS**
 Cocktail Table

The world's hottest game — now even more challenging in a smartly styled 'sit-down' model for new and additional location opportunities. Features a colorful 'flip-flop' screen for 1 or 2 players.



**MIDWAY
 MFG. CO.**

A BALLY COMPANY
 10750 W. Grand Ave.
 Franklin Park, IL 60131
 Phone: (312) 451-1360

For Service Information —
 Call Toll-Free: 800-392-7182



DIMENSIONS:

Height: 20" (50.8 cm)
 Depth: 32" (81.3 cm)
 Width: 22" (56 cm)



SEE OTHER SIDE



The fundamentals are similar to the original SPACE INVADERS game. It can be played by one or two players. As the 'attacking' sound is heard, invaders appear on the screen. Also a laser base and fortresses appear on lower side of the screen.

- To move laser left or right—press control buttons.
- To fire laser, push the fire button. Invaders advance step by step against laser base—they also move left and right.
- Fortresses are gradually destroyed by the attack of invaders. They are also destroyed by player's laser.
- As the number of invaders decrease, they move faster.
- A MYSTERY - UFO hit gives player bonus scores (50, 100, 150 or 300 pts.) Game ends when all laser bases are hit by invader missiles.

Basic Scoring

500pts.
SPECIAL
30 pts.
20 pts.
10 pts.

Deluxe Bonus Scoring

- When score reaches 1,500 points (adjustable), a bonus laser base appears with a 'beep' sound.
- If invader of 'D' or 'E' row remains lastly on the screen, the last invader hit will earn the following bonus points.

E1	1,000 pts.
E6	800 pts.
Other	500 pts.



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SPACE INVADERS



The World's
Hottest Game...
Now Even More
Challenging!



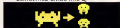
CABINET DIMENSIONS
Height 63" (162.6 CM) Width 26" (67.3 CM)
Depth 14" (35.6 CM)

New Deluxe Game Features

Added competitive variations for new waves (tracks) of invaders.
2nd Rack: UFO will randomly drop invaders.



3rd Rack: When an invader is hit, it will sometimes divide into 2.



4th Rack: Invaders fire more missiles.
5th Rack: Bonus points can be added.

High Scorer's Name Registration

At the end of the high game, the alphabet ('A' to 'Z'), and the words 'RUB' and 'END' appear on the screen. By pressing the laser control button, the scorer moves the red line letter, which can be registered on the screen by pushing the fire button.

RUB — Wrong letter registered can be 'erased' by moving the red underline to the word 'RUB', push fire button and letter will be cancelled.

END — When the high scorer's name is registered, red underline is moved to the word 'END' and fire button is pushed. High scorer's name registration can include up to 10 letters and must be registered within 1 1/2 minutes after the game.



Printed in U.S.A.



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